

# AS2 Netzwerk: Analoger

# Overview

- Network Analysis/Monitoring Overview
- PS2 Architectural Overview
- Project Goals

# Network Analysis – Why

- Discover faulty equipment
- Detect malicious users/hackers
- Determine usage patterns and bottlenecks

# Network Analysis – Implementation

- Listen to all network traffic
- Process all `interesting' packets
- Record relevant information
- Produce a useable report

# Network Analysis – Issues

- Bottlenecks – Network traffic is too much for equipment to handle
- Buffer overflow
- Lost packets due to processing delays
- Erroneous reporting
- Memory intensive tables

# Network Analysis – Solutions

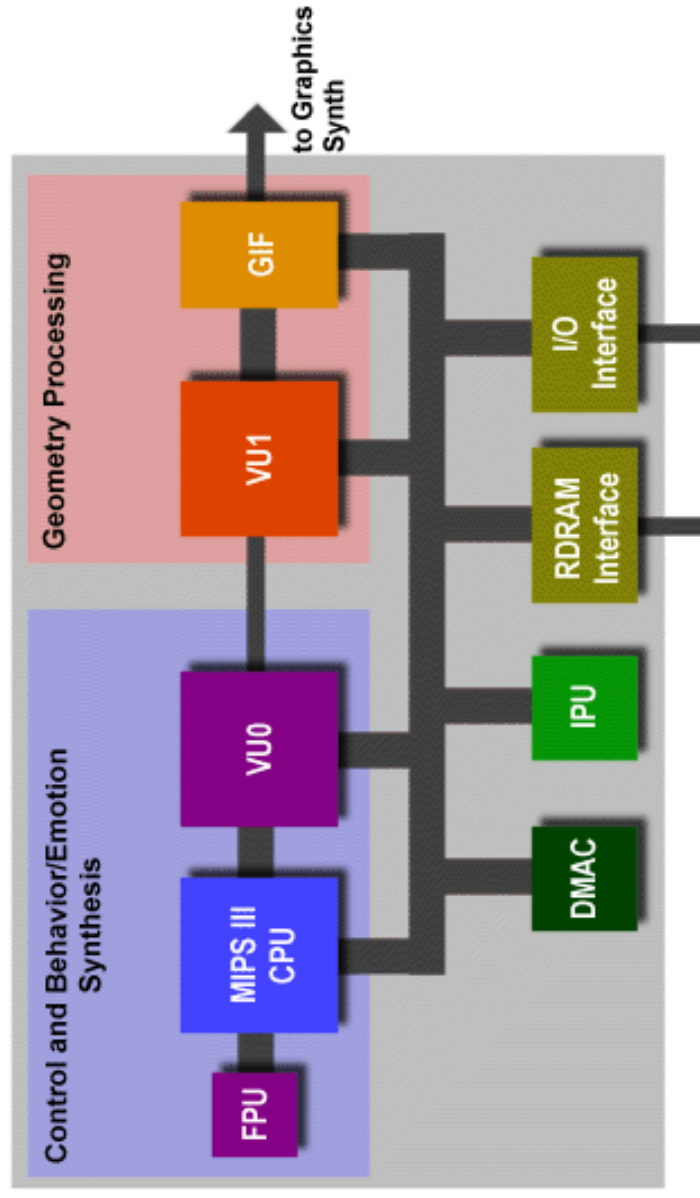
- Layered Architecture
  - Filter out data as soon as we know we can ignore it
- Fast (hash based) network flow table lookups
- Expiry timers
- External Report Generation

# PS2 Architecture

- Geared toward multimedia applications (i.e. games)
- Very little data cache
- Fine grained parallelism
- Wide data bus

# PS2 Architecture (cont.)

**The Emotion Engine**





# Obstacles

- **Memory Requirements**
  - How does one fit an over 10MB of libraries plus a 2.5MB kernel into 8MB
- **Library/Kernel Compatibility**
- **Library bugs**
  - Flawed network driver implementation

# Solutions

- Use equivalent libraries
  - uClibc
  - Dietlibc
- Compression
- Open Source Kernel Upgrades
- Available Betas

# Implementation

- Remove extraneous libraries.
- Create boot image and compress it.
- Write scripts so that the boot sequence immediately executes the Argus port.

# Results



# Q & A

- Why?
  - I wanted to do something 'practical' and this seemed more practical than spending \$300 for a Rabbit card which I wouldn't use in the future
  - Why not